

Silk Siren

Search

Page theme ☰ default ☀ light ☾ dark

 This fan-fiction article, **Silk Siren**, was written by [Adalwulf of Aedirn](#) and [Witcher190](#). Please do not edit this fiction without the writers' permission.

A **silk siren**, or **silk triton** in the case of its male counterpart, also known as **Extraneushomo Aquaticus Flavus** (Scholar's Tongue: *Strange Blond Aquatic Man*), is a subspecies of merpeople found in the southern waters of the Great Sea near the [Old Continent](#), as well as in the waters of the [Silk Islands](#) archipelago close to the [Western Continent](#). It is from these islands that they derive the common name by which they are known along much of the [Western Coast](#) and the Nordling colonies of [Fabiola](#).

Contents

- 1. History
 - 1.1. Origins
 - 1.2. Contacts With Other Races
 - 1.3. Conflicts
- 2. Culture
 - 2.1. Overview
 - 2.2. Architecture
 - 2.3. Diet
 - 2.4. Discrimination
 - 2.5. Language
 - 2.6. Names
 - 2.7. Society

Silk Siren



Taxonomy

Classification Sirenoid

Danger Level High

Domain Eukaryota

Kingdom Animalia

Phylum Chordata

Class Mammalia

- 2.8. Weapons
- 2.9. Adornments
- 3. Physiology
 - 3.1. Height
 - 3.2. Hybridization
 - 3.3. Life Expectancy
 - 3.4. Magical Characteristics
- 4. Abilities
 - 4.1. Standard Mermaid Physiology
 - 4.1.1. Aquatic Adaptation
 - 4.1.2. Pressure Resistance
 - 4.1.3. Speed Swimming
 - 4.2. Unique Traits
 - 4.2.1. Resistance to sunlight
 - 4.3. Magical Resistance
- 5. Behavior
 - 5.1. Overview
 - 5.2. Mentality
 - 5.3. Role within the Great Sea Civilization
- 6. Slaying
- 7. Trivia

History

Origins

The origins of the subspecies are relatively late in the history of the Great Sea Civilization, emerging roughly around the time the vrans arrived in the terrestrial regions of the world. During that period, the Great Sea Civilization was still exploring the sea that gives it its name and beyond, establishing new colonies in its southern and western zones until reaching the sea of the Silk Islands — appropriately called the Silk Sea.

Order	Aquoprimates
Family	Extraneushominidae
Genus	Extraneushomo
Species	Merpeople
Related Species	- Sirin - Dwarf Siren - Lesser Siren - Morgan - Merrow - Aicaya - Amabie - Ningyo - Sea Witch - Siyokoy - Ceasg - Steller
Physiology	
Height	1,90 (females) 1,,80 (males)
Wingspan	None
Weight	Variable
Hide	Golden scales-like skin on the bottom half, human-like skin on the top half they do produce mucus to keep themselves moist out of water and to insulate their body while in the cold depths of the ocean.
Eyes	Human-like
Other Characteristi	- Algae-like blonde hair - Their skin takes on human shades from pale to swarthy
Ecology	
Lifespan	230 years
Intelligence	Human level
Nature	Non-aggressive

After settling there, the passage of time granted them skin tones more similar to those of humans to better resist the sun, and blond hair, as more protection against the greater exposure to sunlight. In addition, the golden hair turned algae-like for additional camouflage, and the false

scales of their lower half transformed into a golden coloration, allowing them to take advantage of the increased light and to dazzle potential predators.

Range	Great Sea ↗ - Silk Sea
Habitat	Great Sea ↗ - Silk Sea
Diet	Mostly vegetarian
Predators	Different kinds of sea creatures

Contacts With Other Races

The first contact between Silk sirens and other races likely occurred during the golden age of the [elves](#) — almost certainly with the ancestors of, and later with, the *People of the Tide* themselves, the *Sea Elves* known as the Aen Taoide.

As for humans, the earliest encounters most likely took place with the people of [Mekan](#) and the [Golden Islands](#), and on the other side of the world, with the inhabitants of the Silk Islands. Contact with the Nordlings did not occur until the late 14th century, when they began colonizing the Silk Islands.

Conflicts

Conflicts between silk sirens and terrestrial races have been uncommon compared to those involving other merpeople. This is due to multiple factors, such as the types of land-dwelling societies they encountered (mostly tribal or benign, with the most notable example of the latter being the Aen Taoide), the magical abilities of the Silk Sirens, among others.

As a result, their conflicts have primarily been with other inhabitants of their own civilization or with other beings of the world's seas. For although their civilization may appear perfect at first glance, like any civilization formed by another race, it is not.

Thus, there are records of multiple conflicts between their various societies; a war in which they participated alongside the rest of the merpeople against the vodyanoi, earning the respect of these fish-men; a considerable number of wars against the Deep Folk; and at least one war of assimilation against other sea-dwelling beings who once possessed civilizations of their own.

In fact, if the accounts of the natives of the Silk Islands, Mekan, and the Golden Islands are to be believed, several highly unusual adverse maritime phenomena may have been the result of such conflicts.

Something similar may also have occurred in the north, though involving merpeople in general. There exists a saying in Skellige that “*when a descendant of Riannon dies, the seas weep her loss.*” While Elder Blood is indeed a powerful magical gene, it is impossible that it could cause the seas to grow turbulent, given that its primary function concerns travel through time and space. It is therefore almost certain that the death of a descendant of Riannon on land coincided with an underwater conflict in the territories of the cousins of the silk sirens.

Culture

Overview

In many respects, silk sirens share the same culture as common merpeople, as they are part of the Great Sea Civilization. Therefore, the following sections focus only on those aspects that differ from their relatives.

Architecture

Unlike common merpeople, who make use of underwater grottos and caves to build their civilizations (as open construction underwater is practically impossible due to high pressures), silk sirens are known for the domestication of various marine species, with which they have developed a symbiotic relationship to fulfill the needs that their cousins satisfy through the aforementioned means.

This is largely due to their social function. As a result, they are considered one of the strangest branches of the inhabitants beneath the sea, as they essentially employ what could be described as biotechnology. To such an extent that there have even been cases of silk sirens living inside domesticated blue whales.

Diet

Unlike common merpeople, silk sirens maintain an almost entirely vegetarian diet, consuming very little fish due to their social role within the Great Sea Civilization. As a result, their fangs are smaller than those of their cousins by

comparison — another minor characteristic that nonetheless reinforced their classification as a subspecies.

Discrimination

The discrimination present in societies where silk sirens are the majority is not racial, nor even directed toward members of neighboring societies — that is, it is not xenophobic. Rather, it is more alien in nature, and logically aligned with their anarchist societies, being based on fidelity to one's role within the social structure.

In other words, the less faithful one is to the role one holds, the more discrimination one tends to suffer — and vice versa.

Language

Like their common counterparts, silk sirens speak the sung dialect of Elder Speech so prevalent within the Great Sea Civilization (indeed, the adoption of this language is the reason merpeople have not lost their lungs entirely). They differ, however, in that, due to their less atrophied lungs, they are capable of reaching higher tonal ranges.

Names

Due to their variant of the sung dialect of the Elder Speech (that is, a sub-dialect) having a wider vocal range, their names are separated by three commas instead of two. These indicate gender (or home or circumstances of birth), mother (which may be the beginning of her proper name, her profession, or her species), and profession.

For example, the name of the legendary merperson Shee'naz indicates her gender, shee, meaning *woman*, and *naz*, her mother, a nereid.

Thus, the name of a silk siren would be structured as follows: Shee'ban'cam. Shee being her gender, ban the beginning of her mother's proper name, home, or in some cases species, and cam the profession the silk siren practices.

Society

Silk sirens are part of the Great Sea Civilization, and therefore their societies, contrary to what human imagination might assume about hidden underwater kingdoms, are governed primarily by anarchist systems — most commonly

anarcho-monarchist — which may be the origin of the widespread myths of aquatic kingdoms, likely born from misunderstandings.

Additionally, they are naturalist matriarchal societies (similar to [Zerrikania](#) on the surface), meaning that full equality exists, yet by custom the structure tends toward matriarchal organization.

Like the rest of the Great Sea Civilization, their societies are composed of a multitude of other sentient aquatic beings. However, unlike other branches, the majority population consists of silk sirens and silk tritons.

Weapons

The same principle applies as with architecture. Beyond magic, the only weapons silk sirens possess consist of domesticated species used as weapons. The closest equivalent in human terms would be, occasionally, spears, axes, or swords with obsidian blades taken from underwater volcanoes.

Adornments

As in the previous sections, the same logic applies. In their case, the equivalent of adornments typically consists of domesticated species arranged to form symbiotic structures, with one primary organism acting as a “cord,” which can then be taken and used as decoration on various parts of the body. There is no concept of rings, jewelry, earrings, and the like in the terrestrial sense.

Physiology

It is crucial not to confuse silk sirens with [selkies](#), which are antherions (that is, animals capable of adopting human form through magic) with a seal form; nor with nixae, which lack consciousness and are related to flying fish; nor with false sirens, which are also fish-related; nor with lamiak (not to be confused with lamias, though they are related through descent from a common reptilian ancestor).

Silk sirens belong to the same genus as merpeople — the *extraneushomo*. Like them, they possess a tail made of hardened skin that resembles scales but is not truly composed of them. Also like platypuses, they are monotremes.

They are classified as a subspecies mostly due to their greater endurance outside water, as their lungs are not as atrophied as those of common merpeople. The

latter, much like frogs, breathe through their skin — which explains their remarkable ability to remain underwater for extended periods. For the rest, they are distinguishable by their algae-like blonde hair, smaller noses and mouths, golden false scales, and very large flukes also unlike merpeople their skin takes on human shades from pale to swarthy though their hair color and false scales color is a constant.

Height

Silk Sirens are taller than their common counterparts, measuring around 1.90 meters in the case of females and 1.80 meters in the case of males. A significant portion of this height comes from their large tails. It is likely that the development of the golden coloration of their tails led to increased height in order to maximize their reflective capabilities.

Hybridization

Like the rest of the merpeople, Silk Sirens can only hybridize with other races if a [sea witch](#) or a mage — despite in the case of the latter how painful the process may be — uses their magical talent to alter their genetic structure sufficiently, rendering them quasi-human.

However, unlike a converted common merperson (whose descendants typically inherit only subtler traits, such as naturally celadon-green hair or a greater tolerance to marine pressure), in the case of silk sirens, their offspring may often display more marked sirenoid traits, due to the genetic differences that made them a subspecies in the first place.

Nereids are a separate case and the exception that proves the rule. Due to their adaptation to the oceans and the reproductive organ of tritons, if hybridization occurs with them, there is a 60% chance that the offspring will be a nereid with merpeople traits, and a 40% chance of a merperson with nereid traits.

Life Expectancy

The introduction of elven genes into their genetic heritage allowed merpeople to achieve a very long life expectancy, though nowhere near that of elves such as the [Aen Elle](#), who can reach nearly 700 years. Their lifespan averages around 270 years, and in the case of silk sirens, due to their diet and other factors, around 230 years.

Like elves, they do not possess phenotypic markers associated with visible aging, meaning that even the oldest individuals appear youthful. The only indicator of age is a reduction in the number of eggs that females can lay, and in males, a decrease in sperm production. In silk sirens, this change, unlike in their cousins, occurs much more abruptly.

Magical Characteristics

Like the rest of the merpeople, silk sirens display an affinity for water magic, being able to perform various spells through it. Unlike common merpeople, however, they particularly excel in the use of different types of mental water spells, and are therefore immune to Signs such as Axii, which also draws from the same element.

However, they are not as powerful as their cousins the already mentioned fucusyas — the sea witches — another subspecies that acts as the analogue to a surface mage. The fucusyas possess advanced knowledge in the use of the ether element and therefore of creational magic, being able to transform a human into a mereperson or otherwise without the pain that would occur when a human mage attempts something similar.

Abilities

Standard Mermaid Physiology

Aquatic Adaptation

Silk sirens are able to survive and adapt to underwater environments, being able to breathe water along with a gaseous breathing medium, to swim well and to endure high water pressure and extreme water temperatures. They are able to use their senses to perceive normally regardless of the distortion/pressure of the water, possibly including ignoring various impurities that would otherwise reduce the visibility.

Pressure Resistance

Silk sirens as deep water residents are resistant to damage from being crushed, smashed, or flattened especially by under-water pressure that usually if a being goes too deep the weight of the water would crush them.

Speed Swimming

Silk sirens can swim at incredible speeds, unrestricted by water resistance.

Unique Traits

Resistance to sunlight

Unlike their cousins the merpeople, silk sirens are able to withstand exposure to sunlight on the surface for longer periods of time. This is due to their skin tones, which are more similar to those of humans and thus, better adapted for receiving more light.

Magical Resistance

As mentioned before, unlike their common counterparts, due to their magical characteristics, silk sirens are capable of resisting a wide variety of mental spells used against them.

Behavior

Overview

In general, the behavior of silk sirens is perceived as peaceful, even kind, reminiscent of more complex versions of dolphin and seal behavior toward humans (although it is very likely that this is a misinterpretation).

Mentality

Unlike common merpeople, silk sirens tend to possess a more alien mindset than their cousins, though less so than that of the inhabitants of the rival civilization to the Great Sea Civilization, the Deep Folk. In appearance, they tend to be peaceful, but this may perhaps be due to the fact that, given their magical characteristics, they rarely need to fight.

Additionally, they share with other marine beings the tendency to assist terrestrial creatures mistreated by the sea. Particularly notable is the aid they provide to shipwrecked sailors — not out of kindness, but simply because what belongs to the land should not remain in the ocean.

Beyond this, darker accounts tell of them taking the bodies of dead sailors into the depths for unknown purposes. Some portray this as them bringing the dead to a hidden paradise where they are revived. Others, far more realistic and plausible given their social function, believe they take the bodies to study them — to better understand potential enemies — by experimenting on them, or using them as fertilizer for their underwater crops, or as food for fish or the dreaded krakens that merpeople have been seen to control.

One such alleged place of experimentation is known as Caleuche, said to be a being comparable to the underwater equivalent of a ship, fortress, or mobile laboratory for the merpeople.

Role within the Great Sea Civilization

Their original function within the Great Sea Civilization was that of explorers and forward colonizers. Later, after establishing various societies, their role evolved into a combination of farmers, hunters, guardians, balancers, and spies.

Their primary function is the task of caring for all fish — a key food source of the Great Sea Civilization. They serve as guardians of their respective homelands, restorers of ecosystems that fall into collapse (hence their role as balancers), and as those who deal with the natural predators of merpeople (though not with the true monsters that inhabit the ocean — those are essentially avoided).

Finally, they act as the eyes of their civilization in relation to the inhabitants of the land. This is due not only to their less atrophied lungs, but also to their more human appearance compared to common merpeople, which makes them more tolerated and therefore allows them to gather information more easily from the inhabitants of the “*dry zones*.”

Slaying

In the event that someone were to face a silk siren, the first step would be to engage her in shallow waters in order to reduce her speed and to avoid potential drowning, or at least to have greater chances of surfacing for air should the drowning occur and the struggle turn prolonged.

Secondly, one should act quickly to prevent later reprisals from other beings allied to her.

Third and finally, one should employ weapons whose key component is dimeritium, in order to prevent her from casting spells that affect the mind.

It would also be advisable to apply sirenoid oil to the sword; however, in order to do so, the mucous substance that helps keep their skin moist when they surface — and later serves as a thermoregulator in the cold ocean — would need to be extracted, and for that, the silk siren would first have to be killed.

Trivia

- The Silk Siren is based in the *Sirena Chilota*^[W]_a^[W], from the Chilote mythology.



[BreezeWiki source code](#)

[Documentation and more information](#)

[Chat / Bug reports / Feature requests](#)

This unofficial instance is based off the BreezeWiki source code, but is not controlled by the code developer.

This page displays proxied content from https://the-witcher-fanon.fandom.com/wiki/Silk_Siren.

Text content is available under the CC-BY-SA

license, [see license info](#). Media files may have different copying restrictions.

Fandom is a trademark of Fandom, Inc.

BreezeWiki is not affiliated with Fandom.